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S6	23	(((((large or big) near (display or screen)) and projector and correction) and convert\$4 and ((overlap) or (over near lap)))) and ("345"/\$)!..ccls.	USPAT	OR	ON	2002/09/13 13:48



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Relevance scale ☐ ☐ ☐ ☐ ☐121 [Smooth view-dependent level-of-detail control and its application to terrain rendering](#)

Hugues Hoppe

October 1998 **Proceedings of the conference on Visualization '98**

Full text available:

pdf(1.76 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)[Publisher Site](#)122 [A low power, low bandwidth protocol for remote wireless terminals](#)

George Hadjiyiannis, Anantha Chandrakasan, Srinivas Devadas

January 1998 **Wireless Networks**, Volume 4 Issue 1Full text available: pdf(474.12 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a low bandwidth protocol for wireless multi-media terminals targeted towards low power consumption on the terminal side. With the widespread use of portable computing devices, low power has become a major design criterion. One way of minimizing power consumption is to perform all tasks, other than managing hardware for the display and input, on a stationary workstation and exchange information between that workstation and the portable terminal via a wireless link. A protocol for ...

123 [A study of fonts designed for screen display](#)

Dan Boyarski, Christine Neuwirth, Jodi Forlizzi, Susan Harkness Regli

January 1998 **Proceedings of the SIGCHI conference on Human factors in computing systems**Full text available: pdf(978.60 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: CRT display, World Wide Web, anti-aliased, font design, legibility, on-line help, on-line typography, readability, reading performance assessment

124 [PixelFlow: the realization](#)

John Eyles, Steven Molnar, John Poulton, Trey Greer, Anselmo Lastra, Nick England, Lee Westover


August 1997 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**Full text available: pdf(1.54 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: compositing, deferred shading, object-parallel, rendering, scalable

125 DEVis: integrated querying and visual exploration of large datasets

M. Livny, R. Ramakrishnan, K. Beyer, G. Chen, D. Donjerkovic, S. Lawande, J. Myllymaki, K. Wenger

June 1997 **ACM SIGMOD Record , Proceedings of the 1997 ACM SIGMOD international conference on Management of data**, Volume 26 Issue 2

Full text available:  [pdf\(1.61 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

DEVis is a data exploration system that allows users to easily develop, browse, and share visual presentation of large tabular datasets (possibly containing or referencing multimedia objects) from several sources. The DEVis framework is being implemented in a tool that has been already successfully applied to a variety of real applications by a number of user groups. Our emphasis is on developing an intuitive yet powerful set of querying and visualization primitives that can be ...

126 The design and analysis of a cache architecture for texture mapping

Ziyad S. Hakura, Anoop Gupta

May 1997 **ACM SIGARCH Computer Architecture News , Proceedings of the 24th annual international symposium on Computer architecture**, Volume 25 Issue 2

Full text available:  [pdf\(2.10 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The effectiveness of texture mapping in enhancing the realism of computer generated imagery has made support for real-time texture mapping a critical part of graphics pipelines. Despite a recent surge in interest in three-dimensional graphics from computer architects, high-quality high-speed texture mapping has so far been confined to costly hardware systems that use brute-force techniques to achieve high performance. One obstacle faced by designers of texture mapping systems is the requirement ...

127 Future directions in visual display systems

Ed Lantz

May 1997 **ACM SIGGRAPH Computer Graphics**, Volume 31 Issue 2

Full text available:  [pdf\(1.06 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

Visual displays have evolved in several parallel application areas including television, computer monitors, graphics monitors, portable displays, projection displays and most recently, immersive displays. Film, too, has matured as the highest resolution display medium available. One might mistakenly proclaim that today's visual displays produce an image quality which nearly matches that of our perception. The truth is that primitive cave petroglyphs viewed in fire-light far exceed the visual cap ...

128 The ImmersaDesk and Infinity Wall projection-based virtual reality displays

Marek Czernuszenko, Dave Pape, Daniel Sandin, Tom DeFanti, Gregory L. Dawe, Maxine D. Brown

May 1997 **ACM SIGGRAPH Computer Graphics**, Volume 31 Issue 2

Full text available:  [pdf\(460.46 KB\)](#)


Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Virtual reality (VR) can be defined as interactive computer graphics that provides viewer-centered perspective, large field of view and stereo. Head-mounted displays (HMDs) and BOOMs®; achieve these features with small display screens which move with the viewer, close to the viewer's eyes. Projection-based displays [3, 7], supply these characteristics by placing large, fixed screens more distant from the viewer. The Electronic Visualization Laboratory (EVL) of the University of Illinois ...

129 Interaction design for large displays

Kishore Swaminathan, Steve Sato

January 1997 **interactions**, Volume 4 Issue 1

Full text available:  [pdf\(1.24 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)


130 Application of a 2-stage group-screening design to a whole-line semiconductor manufacturing simulation model

Theodora Ivanova, Mansooreh Mollaghasemi, Linda C. Malone

November 1996 **Proceedings of the 28th conference on Winter simulation**Full text available:  [pdf\(592.99 KB\)](#)Additional Information: [full citation](#), [references](#)


131 The VIEP system: interacting with collaborative multimedia

Steven L. Rohall, Eric P. Lahtinen

November 1996 **Proceedings of the 9th annual ACM symposium on User interface software and technology**Full text available:  [pdf\(2.55 MB\)](#)Additional Information: [full citation](#), [references](#), [index terms](#)**Keywords:** CSCW, collaboration, multimedia, wireless interfaces

132 Is GUI programming a database research problem?


Nita Goyal, Charles Hoch, Ravi Krishnamurthy, Brian Meckler, Michael Suckow

June 1996 **ACM SIGMOD Record , Proceedings of the 1996 ACM SIGMOD international conference on Management of data**, Volume 25 Issue 2Full text available:  [pdf\(1.48 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Programming nontrivial GUI applications is currently an arduous task. Just as the use of a declarative language simplified the programming of database applications, we ask whether we can do the same for GUI programming? Can we then import a large body of knowledge from database research? We answer these questions by describing our experience in building nontrivial GUI applications initially using C++ programming and subsequently using Logic++, a higher order Horn clause logic language on complex ...

133 Navigating hierarchically clustered networks through fisheye and full-zoom methods

Doug Schaffer, Zhengping Zuo, Saul Greenberg, Lyn Bartram, John Dill, Shelli Dubs, Mark Roseman

June 1996 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 3 Issue 2Full text available:  [pdf\(305.99 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Many information structures are represented as two-dimensional networks (connected graphs) of links and nodes. Because these network tend to be large and quite complex, people often prefer to view part or all of the network at varying levels of detail. Hierarchical clustering provides a framework for viewing the network at different levels of detail by superimposing a hierarchy on it. Nodes are grouped into clusters, and clusters are themselves place into other clusters. Us ...

Keywords: data acquisition, fisheye views, hierarchically clustered graphs, information visualization, supervisory control

134 Vection with large screen 3D imagery

Kathy Lowther, Colin Ware

April 1996 **Conference companion on Human factors in computing systems: common ground**

Full text available:  [pdf\(203.30 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

135 Pen computing for air traffic control

Stéphane Chatty, Patrick Lecoanet

April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground**

Full text available:  [pdf\(1.78 MB\)](#)  [html\(46.49 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: air traffic control, direct manipulation, gesture recognition, mark-based input, pen computing, prototyping, touch-screen

136 Using small screen space more efficiently

Tomonari Kamba, Shawn A. Elson, Terry Harpold, Tim Stamper, Piyawadee Sukaviriya

April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground**

Full text available:  [pdf\(970.15 KB\)](#)  [html\(32.97 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: PDAs, icons, transparency, usability study

137 LifeLines: visualizing personal histories

Catherine Plaisant, Brett Milash, Anne Rose, Seth Widoff, Ben Shneiderman

April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground**

Full text available:  [pdf\(1.14 MB\)](#)  [html\(40.15 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: history, justice, medical record, overview, personal record, screen design, screen management, timeline, visualization

138 3-dimensional pliable surfaces: for the effective presentation of visual information

M. Sheelagh T. Carpendale, David J. Cowperthwaite, F. David Fracchia

December 1995 **Proceedings of the 8th annual ACM symposium on User interface and software technology**

Full text available:  [pdf\(1.13 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: 3D interactions, distortion viewing, Information visualization, interface design issues, interface metaphors, screen layout

139 The continuous zoom: a constrained fisheye technique for viewing and navigating large information spaces

Lyn Bartram, Albert Ho, John Dill, Frank Henigman

December 1995 **Proceedings of the 8th annual ACM symposium on User interface and software technology**


Full text available:  [pdf\(1.02 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: fisheye view, graphical user interface, hierarchical network, information space, information visualization, navigation, supervisory control systems

140 Artistic screening

Victor Ostromoukhov, Roger D. Hersch

September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**

Full text available:  pdf(4.15 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: artistic screening, graphic design, halftoning, image reproduction, microlettering

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